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The Phasieland Fairy Tales

**Saving Ludr the Dragon
from the Dungeon
and the Magic Minute**

(Recommended for Bedtime Reading)

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No longer afraid to fall asleep, Phasie became a very happy boy. After all, he liked long and sound sleep as much as he liked oatmeal and going on walks with his friends. Of course, not everybody believed Phasie's tale about the little dragon Ludr.

"You've definitely had too much oatmeal," Obi scoffed as they were building a fort in the woods.

"No, it's all true!" Astra said in defense of her friend. "Didn't I tell you, Phasie?"

"I already knew it."

"No, say it, say I helped you. Right?"

Like any other boy, it was hard for Phasie to admit that a girl was right; however, he was grateful to her in his heart.

Phasie enjoyed himself and had a good time for two whole days, nearly forgetting about the poor little dragon, but something unexpected happened to him the next night.





Phasie dreamt he was operating an underground locomotive, shoveling coal into the fire-box and tooting the horn at oncoming trains, when Ludr suddenly jumped right out of the fire-box. He was covered in soot and tearfully imploring,

"Save me! Faw is punishing me."

"Faw? Who's Faw?" asked Phasie, who had just realized where he was.

"He's the head dragon! He was really mad, and I made him even madder; after all, we aren't allowed to make friends with people, and I helped you," Ludr lamented.

"What did he do to you?"

"He locked me in the throat of a volcano, in a dungeon. Save me - otherwise, you won't see me ever again!" Ludr barely managed to blurt out before a large, fiery claw pulled him back into the fire.

Phasie, of course, wanted to save the little dragon, but before he could do so, he was awoken by his mother; it was already morning.





During the day, Phasie gathered his friends at his fort in the woods and told them what happened. Once again, Obi didn't believe him, and just laughed at him. Meanwhile, Astra got upset, sighed, and gasped:

"Oh, little Ludr! You're going to save him?"

"But how am I going to realize that I'm in Phasieland without him?"

"You don't know about the magic minute?"

Astra began again matter-of-factly. "Would you like to learn about it?"

"I know about it... I just don't remember right now," Phasie proudly stammered.

"When you're waking up, you have a magic minute of awakening. Don't open your eyes, and try to immediately appear in the right place. If that doesn't work, try to get up, roll out, or levitate without moving a muscle. It nearly always works for me."

Astra tried to show him how to levitate, but she made such a funny face that Phasie and Obi were holding their sides in laughter.





The boys had quite offended Astra, a sensitive girl who nearly started crying as she pursed her lips. Phasie was going to say that he was sorry, but then something rumbled and there was an evil laugh from outside the walls of the fort:

"Ah, where are you, little piggy?" yelled Spar. "We're going to tear your fort apart!"

The children looked out; next to Spar stood two of his friends, who were preparing to attack the new fort with sticks and stones. Astra jumped up and, having ripped off the fort's cardboard door, suddenly went up alongside Spar's gang:

"Take this, dummies! I'm not friends with you anymore!"

Together with Spar and his friends, Astra began storming the fort with great fanaticism. Phasie and Obi desperately tried to save their new fortification, but how easy is it to stand up to friends who are older?





Phasie returned home with cuts and bruises everywhere, for which he got a scolding from his mother on top of it all:

"Have you been crawling around in the mud again? How many times do I have to wash everything?!"

There was no point in trying to explain to her what happened. Adults often don't understand children, and so Phasie gloomily went to wash off the dirt and wash out his cuts. Then he sat down to think of a plan to save Ludr over dinner.

While falling asleep, he pictured what he should do during the magic minute of awakening, and fell fast asleep. Upon awakening in the middle of the night, Phasie immediately tried to imagine himself alongside Ludr. But no matter how he tried, nothing happened.

Then he tried to levitate, then he tried to roll out of bed, and then he even tried just standing up. But this was also unsuccessful, and that's why he decided to try again upon his next awakening. After all, he had to save his poor friend somehow.





It was nearly morning when Phasie awakened once again. His dream has been so vivid that he didn't remember about the magic minute of awakening at first, but he quickly thought better of it and went into action. He first tried to appear alongside Ludr, but nothing came of it.

He then tried to levitate, and he was immediately successful! The sensations were so vivid and unusual that he got scared and quickly returned back to his bed, to his peacefully sleeping body.

"How about that!" said Phasie in surprise.

Now he knew that Astra hadn't been pulling his leg. That meant that it would be worth it to try again to make it through to Ludr, and the little dragon would be saved!

Filled with joy, Phasie ran to the kitchen for some apple juice. Afterwards, he fell asleep with the firm intention of falling into Phasieland upon the next awakening.





There was already daylight outside the window when Phasie woke up again, and he tried as hard as he could to appear next to Ludr. Phasie kept trying to get it to work somehow, and didn't immediately realize that he was already standing in a cave!

"Woo-hoo, it worked!" he exclaimed in surprise.

Looking around the corner, Phasie saw a lake of fiery lava. There was an island in the center of the lake. In the center of the island sat Ludr; exhausted and in chains.

"Hurray, you're here! Save me..."

"Hold on!"

Phasie made a run for it and deftly jumped over the boiling lava. He grabbed a stone and began to strike at the chains. Ludr was about to celebrate his newfound freedom when the lava suddenly bubbled up. An enormous fiery dragon emerged from it with a deafening roar and behind him appeared a horde of smaller dragons. It became unbearably hot and eerie.



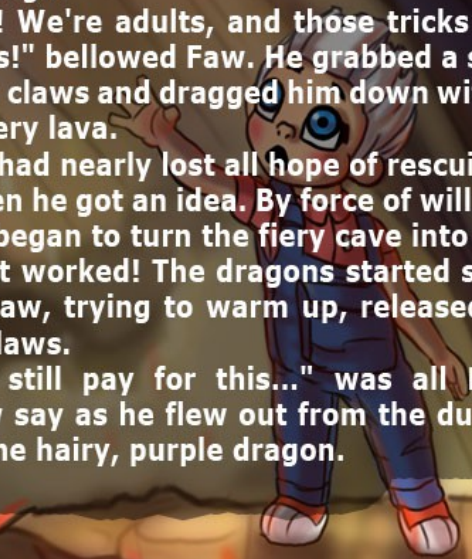


It was the evil Faw and his minions:
"Boy, get out of here before we fry you alive."
"Friends don't let friends down!" yelled Phasie as he tried to shrink all of the dragons, but this time nothing happened. It only made the dragons laugh.

"Ha-ha! We're adults, and those tricks won't work on us!" bellowed Faw. He grabbed a scared Ludr in his claws and dragged him down with him into the fiery lava.

Phasie had nearly lost all hope of rescuing his friend when he got an idea. By force of willpower alone, he began to turn the fiery cave into an icy one. And it worked! The dragons started shivering, and Faw, trying to warm up, released Ludr from his claws.

"You'll still pay for this..." was all Phasie heard Faw say as he flew out from the dungeon on Ludr, the hairy, purple dragon.







As it turns out, like cats and puppies, little dragons are furry and not afraid of the cold. That's what saved the friends.

"Now I know where to hide from those grouches," Ludr purred in satisfaction, sitting at a campfire on the snowy top of an enormous mountain.

The friends sat back and enjoyed ice cream. As it turns out, you can find ice cream in every snowbank in Phasieland.

"Phasie, do you like Astra?" Ludr asked out of nowhere.

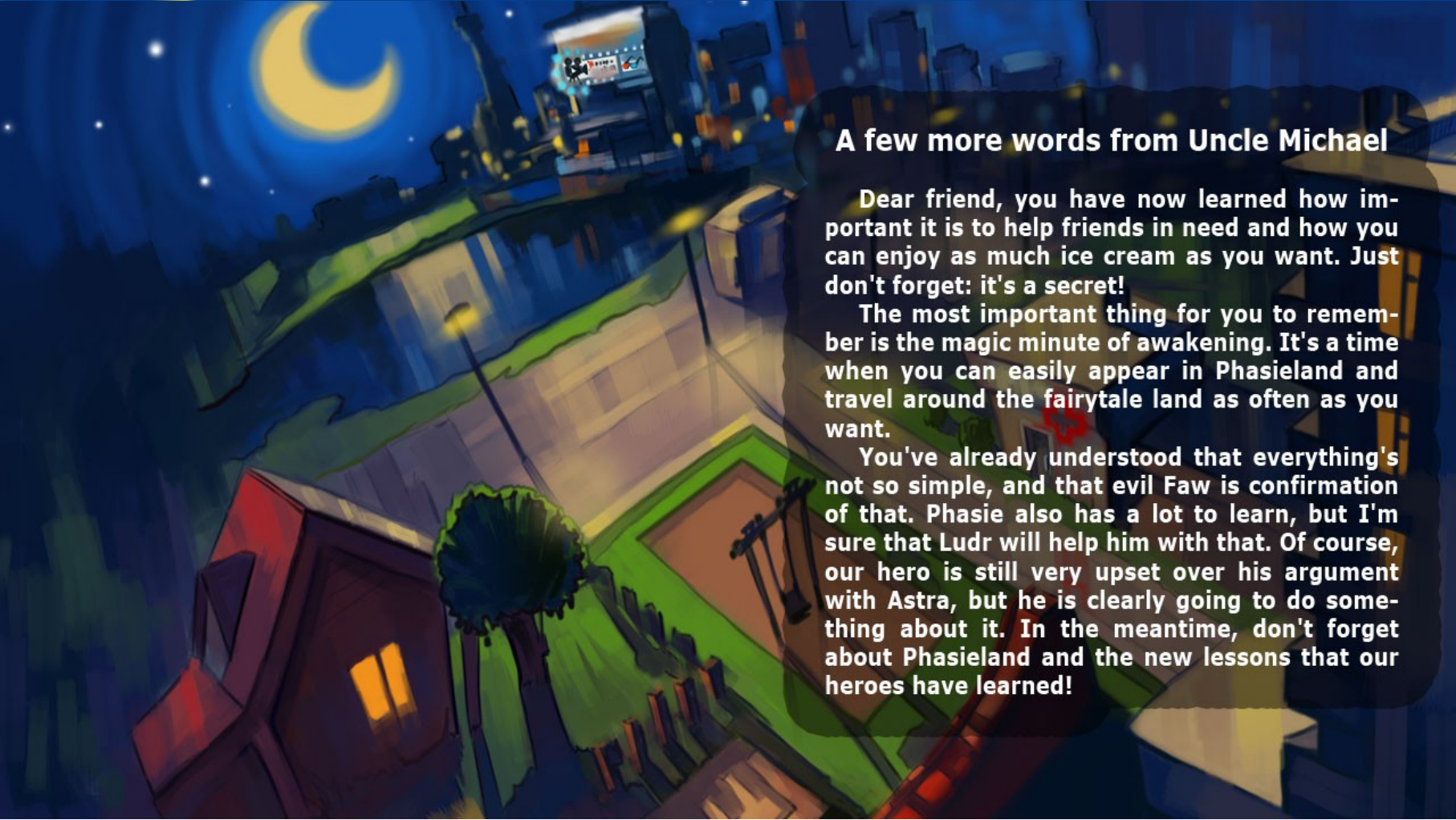
"Who, Astra? No. Never!"

"But I know how to help you to be friends with her again."

"I need that like I need a hole in my head..."

But friendship is friendship, and in the end Ludr told him what to do so that any girl would want to be friends with him. Phasie woke up happy and was already thinking about how to use Ludr's advice as he ate his oatmeal.





A few more words from Uncle Michael

Dear friend, you have now learned how important it is to help friends in need and how you can enjoy as much ice cream as you want. Just don't forget: it's a secret!

The most important thing for you to remember is the magic minute of awakening. It's a time when you can easily appear in Phasieland and travel around the fairytale land as often as you want.

You've already understood that everything's not so simple, and that evil Faw is confirmation of that. Phasie also has a lot to learn, but I'm sure that Ludr will help him with that. Of course, our hero is still very upset over his argument with Astra, but he is clearly going to do something about it. In the meantime, don't forget about Phasieland and the new lessons that our heroes have learned!



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